

The Power of Global Collaboration
Defense | Government | Industry | Academia

ADL and the Learning Future

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ADL Initiative



Organization



**USD Personnel & Readiness
Dr. Clifford Stanley**

**Deputy ASD Readiness
Dr. Laura Junor**

**Readiness Programming &
Assessment**

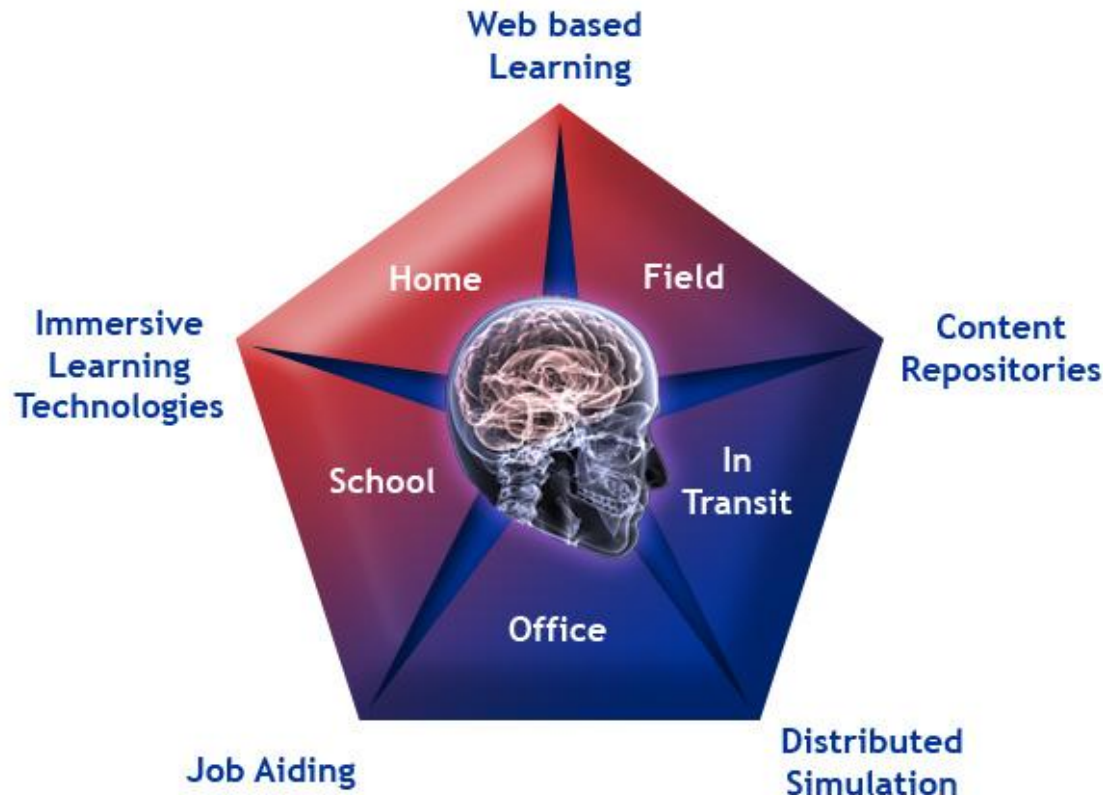
**Training Readiness & Strategy
Mr. Frank DiGiovanni**

**Diversity Management and Equal
Opportunity**

Defense Language Office



ADL Vision - Past & Future



Provide access to the highest quality education and training,
tailored to individual needs,
delivered cost effectively, anywhere and anytime.



- SCORM
- ADL Registry
- Prototypes
- Other Research



What about SCORM®?



- Initiated in 1997.
- De facto global learning standard.
- Packaging Content.
- Describing Content w/ Metadata.
- Run-Time Environment.
- Sequencing & Navigation.

A Linear Approach



ADL Post-2010



- Provide ADL leadership.
- Maximize learner potential to perform and adapt.
- Maximize technical innovation to enhance performance.





Leadership



- Provide Instruction (DODI 1322.26), Guidelines and Tools for the implementation of ADL across DoD.
- Host and participate in workshops & conferences on ADL technologies for integration into DoD training programs.
- Open communication among ADL, the Services and DoD agencies through the Defense ADL Action Team (DADLAT).





Changes to 1322.26



- Incorporate and cancel 1322.20.
- Distributed Learning Content (DLC) – “new” term to incorporate ICW, IMI, CBI, etc.
- SCORM – “Shall conform to the SCORM® version and edition that matches the SCORM® version and edition of the target distributed learning system (DLS)” (change from “latest edition”).
- Consider S1000D specifications when acquiring/developing Interactive Electronic Technical Manuals (IETM).



ADL's Mission



- Provide ADL leadership and knowledge sharing.
- ***Maximize learner potential to perform and adapt.***
- ***Maximize technical innovation to enhance performance.***

***Next Generation Learner & Learning Environment Breakout Sessions
Wednesday, 1500 in Junior Ballroom G3
Thursday, 1115 in Salons 15/16***



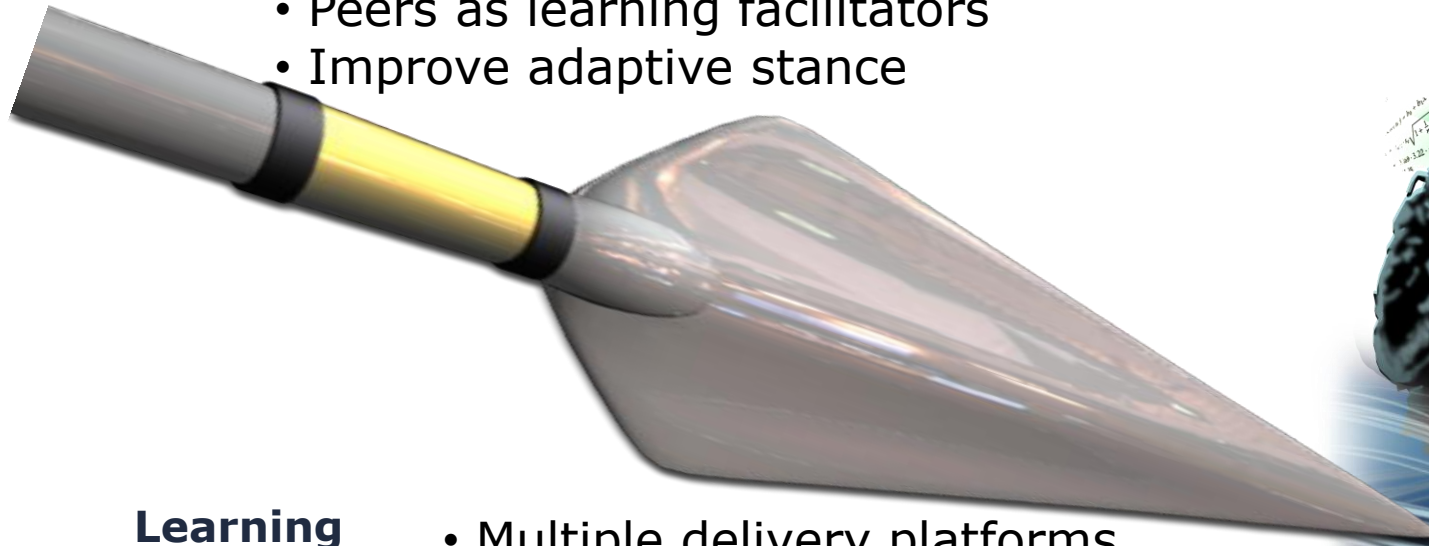
ADL Mission Today: Next Generation



Now

Learner

- Increased learner participation
- Learner created content
- Peers as learning facilitators
- Improve adaptive stance



Learning Environment

- Multiple delivery platforms
- Search and Retrieval
- Learner profiles/Competencies
- Networked

A non-Linear Approach

2025

Personal Learning Assistant



Unobtrusive
Intelligent
Ubiquitous
Anticipates Needs



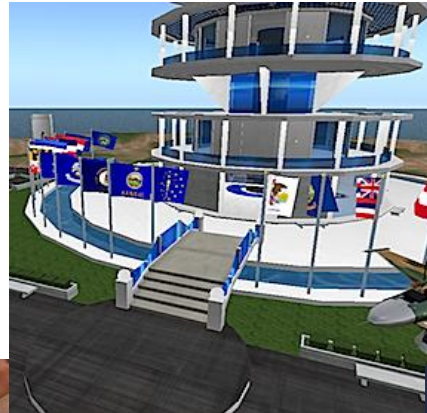
Emerging Technologies



Mobile



Games



Virtual Worlds



3d Repository



ADL Mobile Learning Activities



- TIP Mobile Compliance Course (Applied Research).
- Mobile Applications for Tracking Learning Data (MASLO) – University of Wisconsin.
- Mobile Learning Environment (MoLE) Collaboration. www.mole-project.net

Univ of Wisconsin: Mobile Access to Supplemental Learning Objects, Tuesday, 1515, Salons 17/18

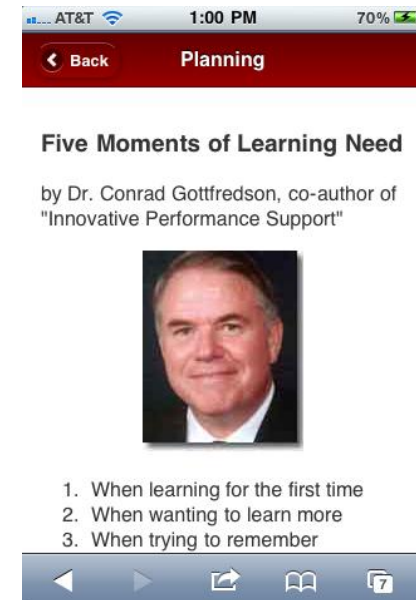
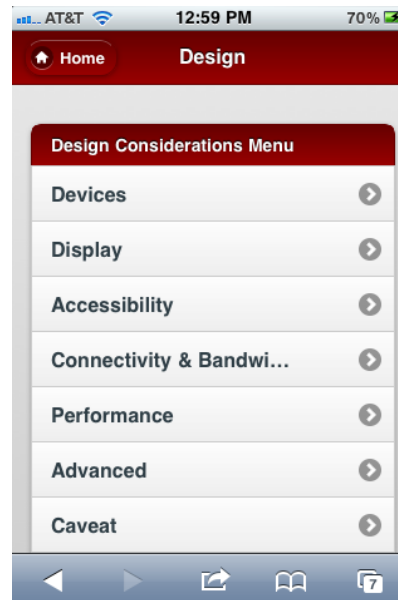
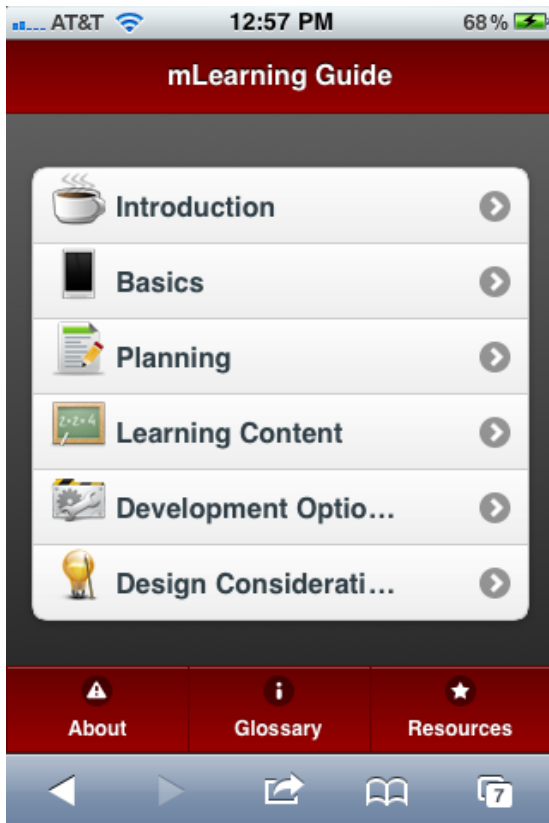


ADL mLearning Guide



- Intro to mLearning
- Available as native and web app
- Apple iOS, Android, Web:

<http://adlmobile.wikispaces.com/Guide>




Mobile Breakout Sessions
Wednesday, 1605, Salons 20/21
Thursday, 1115, Signature II



Announcing...




- More comprehensive version of mobile guide
- Living document
- Seeking contributions and feedback



Mobile Learning Handbook

Home

- Basics
- Planning
- Examples
- Best Practices
- Learning Content
- Development Options
- Design Considerations
- Mobile Learning Tools
- Resources
- Glossary
- About
- Team
- Sitemap



This ADL Mobile Learning Handbook is compilation of mobile learning resources. This is a living document and will be regularly updated. Please send any suggestions for additions or changes to adlmobile@adlnet.gov. There is a condensed version (called the ADL mLearning Guide for demo use on a mobile device) also available through a browser at <http://mlearn.adlnet.gov> or in various platform stores.

This Handbook is separated into ten sections:

1. [Basics](#) - What mobile learning (or mLearning) means, its capabilities and use opportunities, potential benefits and common concerns.
2. [Planning](#) - List of choices to consider for appropriate use of mobile devices in learning, including questions to assist in planning.
3. [Examples](#) - Examples of mobile learning projects and initiatives of interest.
4. [Best Practices](#) - Lists of tips for instructional designers and developers.
5. [Learning Content](#) - Tips and best practices for mobile learning.
6. [Development Options](#) - Tools, native applications and mobile web apps; pros and cons of both types.
7. [Design Considerations](#) - Information on hardware models, features, operating systems, displays, accessibility, connectivity and other advanced mobile capabilities.
8. [Mobile Learning Tools](#) - Products available for the creation, deployment and management of mobile content.
9. [Resources](#) - Recommended links for additional information on mobile learning.
10. [Glossary](#) definitions.

<http://mlhandbook.adlnet.gov>



Games



<https://clc.dau.mil/games>

Games for Learning Breakout Sessions
Tuesday, 1620, Salons 20/21
Thursday, 1115, Salons 20/21



Games – Preferences Study



- Empirical study being conducted by ADL and the Defense Acquisition University (DAU).
- Identify trends regarding game preferences in order to better understand the effects of games supporting education and training at DAU.
- Investigates learner self-efficacy, expectations, preferences, prior knowledge, and perceived relevance of the game.



Games - Combat Stress Machinima



- Proof-of-concept video produced by ADL and U.S. Army PEOSTRI for use by a trained facilitator.
- Transitioned to USMC PMTRASYS in 2011.
- Follow-on video in development at U.S. Army Joint Training Counter-IED Operations Integration Center (JTCOIC).



Continuing the Fight: Helping the Wounded
Tuesday, 1345, Jr Ballroom



Virtual World Semper Fi Odyssey



- Virtual world developed by ADL in OpenSim to replicate a familiar environment for continued communication beyond the Semper Fi Odyssey one-week session.
- Long-term vision includes providing a scalable, immersive environment for team leads and participants.





Virtual Worlds



NAWCT3D Island

<http://slurl.com/secondlife/NAWCT3D/100/103/30>

Support design and development of an island for Navy.

Provides information on NAWCTSD products and services.

Showcase for NAWCTSD Quality of Life programs.

***Virtual World Breakout Sessions
Wednesday, 1500, Signature II***



Federal Virtual World Challenge



GameTech 2012 – March 26-30

Focus #1 "The Holodeck – Making it So"

Focus #2 "Engaging Learning Strategies"



teamorlando.org/gametech



Search & Retrieval



Content Discovery & Access Catalog (CDAC)

One Stop Shopping for Learning Content

Still Photos



Videos



3D Models



Learning



DISA GIG Enterprise Services

Federal Learning Registry



Search and Retrieval Prototypes



3D Repositories

A distributed means for sharing
3D models



DLC Repositories

A distributed means for sharing
Distributed Learning Content



THE LEARNING REGISTRY

Social networking for metadata

Breakout Sessions:

The Future of Discovery and Access - Tuesday, 1515 Signature II

Federal Learning Registry - Wednesday, 1500 Salons 20/21



ADL Resources



- Mobile Newsletter - adlmobile@adlnet.gov
- Mobile Wiki & Archive
<http://adlmobile.wikispaces.com>
- Mobile Learning Handbook (Online)
<https://sites.google.com/a/adlnet.gov/mobile-learning-guide/>
- 3dr.adlnet.gov
- www.learningregistry.org



Questions



www.adlnet.gov

The screenshot shows the ADL website homepage. At the top, there is a navigation menu with links: HOME, OVERVIEW, CAPABILITIES, CONTACT US, and HELP. Below the menu is a search bar labeled "Search ADL Wordpress". The main content area features a large banner for "ADAPTIVE TRAINING" with a futuristic, glowing blue and white design. To the right of the banner is a sidebar titled "Out & About" containing two events: "2-4 August ImplementationFest 2011" and "5 August Distance Learning & Teaching Conference". Below the banner is a section titled "Announcements" with two items: "ADL Mobile Learning Handbook Released" and "ImplementationFest 2011". At the bottom, there is a section titled "Recent Presentations" with a link to "Choosing Authoring Tools".

Advanced Distributed Learning
The Power of Global Collaboration

HOME OVERVIEW CAPABILITIES CONTACT US HELP

Search ADL Wordpress

ADL Attends I/ITSEC December 2011

ADAPTIVE TRAINING

Out & About

2-4 August
ImplementationFest 2011

5 August
Distance Learning & Teaching Conference

Announcements

ADL Mobile Learning Handbook Released

ADL Mobile Learning Handbook released to public at ImplementationFest 2011. This set of guidelines for developing mobile learning is an enhanced version of the mLearning Guide for mobile devices that was released previously. The downloadable Guide and the new online Handbook are both available. See the [ADL Mobile Learning Capability](#) for more details.

ImplementationFest 2011

ImplementationFest 2011 is happening August 2-4 in Orlando, Florida. Visit the event [site](#) for the agenda, registration and lodging information.

Recent Presentations

Choosing Authoring Tools

The purpose of this white paper is to help those involved in the process of

[View All Presentations](#)

[Newsletter](#)